# CODE NAME: ICEMAN

## HINT BOOK

## INTRODUCTION

Welcome to the U.S. Navy in the year 2110 with "Codename: Iceman." I hope you find your career as a Naval Commander both exciting and challenging. As in the "Police Quest" series, we have attempted to put a sufficient amount of realism into this game to give you, the adventure game player, the feeling of being in the driver's seat in a true-to-life situation. This game is quite different from Sierra's other adventure games because it contains a nuclear submarine simulator. In "Codename: Iceman," even when you are not sitting in the pilot's seat the submarine U.S.S. Blackhawk will continue along whatever course has been set for it no matter where else you are and what you may be doing.

This hint book will allow you to complete "Codename: Iceman" successfully and it also contains a complete list of all points in the game. In the unlikely circumstance that you have a problem that isn't covered in this hint book feel free to contact Sierra's automated electronic hint system at 1-900-683-KLUE, or our Customer Support Department at 1-209-683-8989.

## THE PURPOSE OF THIS BOOK

The whole point of playing "Codename: Iceman" is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or, perhaps this is your first experience with an adventure game and you're not sure how to get started.

## HOW TO USE THIS HINT BOOK

When you get stumped, look through this book and find the question that is closest to your problem. Use the red Adventure Window that came with this hint book to see the FIRST hint. Hints progress from helpful hints to strong clues, and finally to actual solutions. It's best to read the hints individually as needed. Be sure to read only the hints you really need!

## HOW NOT TO USE THIS HINT BOOK

Don't just scan through the whole book reading all the answers! Read only those hints absolutely necessary and as few of those as you actually need. Giving too much away before you've had a chance to really try to solve the problem yourself takes away a lot of the fun of playing an adventure game. Beware, because you may find one or more questions about things that have nothing to do with "Codename: Iceman" in this hint book. After all, red herrings are part of the fun.

## IF YOU HAVE FINISHED "CODENAME: ICEMAN"

After you have finished the game, I invite you to check out the back of this book. It contains a complete walkthrough and list of all possible points. But be very cautious using this section! Don't even look at it until you have actually seen the very end of "Codename: Iceman."
Thanks for playing "Codename: Iceman!"

## GENERAL QUESTIONS

**All I do is wander about! Is this it?**

Explore your fantasy paradise completely.
Look at anything that seems interesting.
Read the documentation that came with the game.

**What's the point of this game, anyway?**

Help rescue the American ambassador who has been kidnapped and get back to the USA.

**I'm tired of dying and starting over again from the beginning!**

Everyone hates many deaths during adventure games. But doesn't it feel great when you succeed!
You need to read your game documentation to find out how to SAVE and RESTORE your game while playing. Adventure games are designed to be super unfair if you don't have to start over at the beginning every time you make a mistake.

**Johnny walks too slow!**

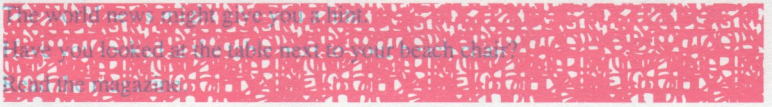
The game runs at a speed to challenge. Look at the menu in the game by using the mouse: click on the menu bar with the mouse or joystick.
Select "Fast" for a version that appears to run at "normal" speed on a Macintosh SE or the "fast" mode.

**How can I "look at" things?**

Typing "look" will give you a description of whatever you happen to be looking at that time.
Typing "look around" will give you a general description of your surroundings.
Type "look table" to see the table.
Read the game documentation enclosed in your game package.

# ON VACATION IN TAHITI

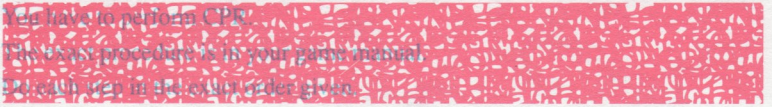
**How do I find out what's going on?**




**How do I find out which hut is mine?**

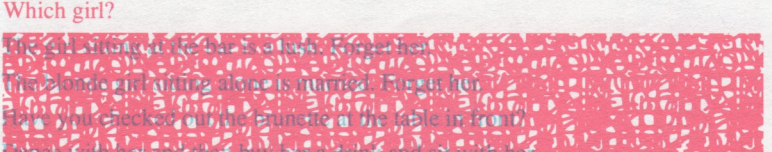
**Is the volleyball game of any significance?**

**Why can't I save the drowning girl?**

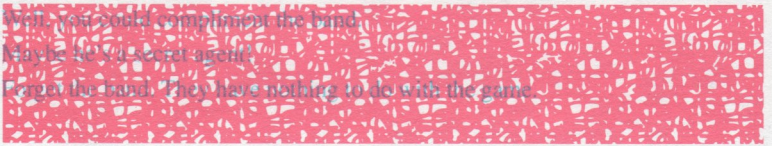



**I can't get anywhere with the girl in the bar.**

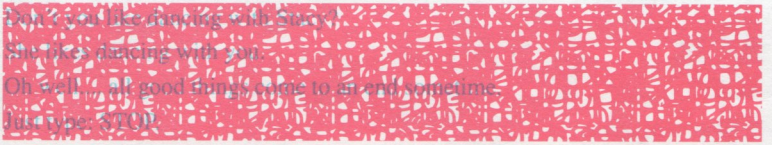
Which girl?


The girl sitting at the bar is a tart. Forget her.
The blonde girl sitting alone is married. Forget her.
Have you checked out the brunette at the table in front?
Please, buy her any drink but bar drinks and sit with her.

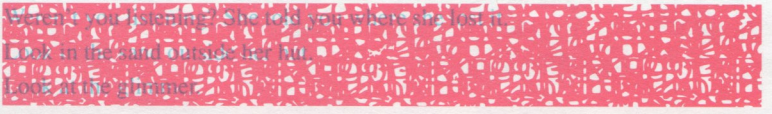
**What do I need to say to the band leader?**



**I'm dancing with Stacy and I can't stop!**

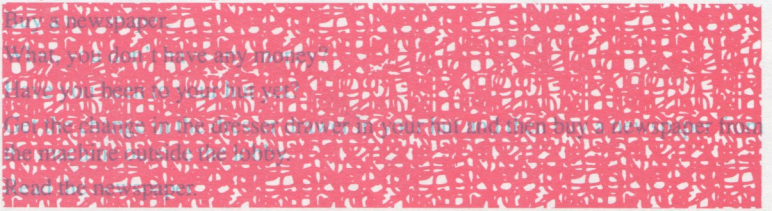


**Help! I can't find Stacy's lost earring.**

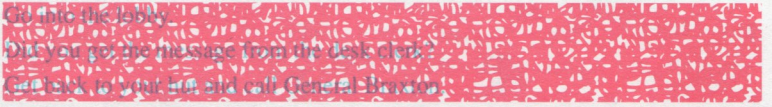


**Stacy's gone. What should I do with her lost earring?**

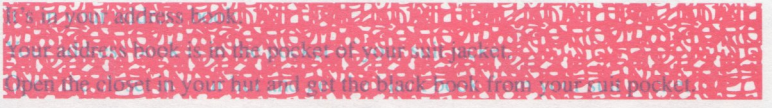
**Why can't I seem to get off the island?**



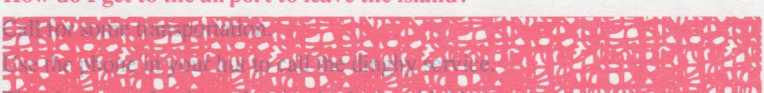
**Okay, I read the newspaper now what?**



**I don't know General Braxton's phone number.**

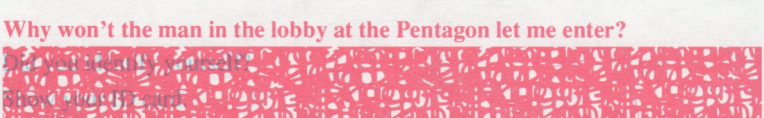


**How do I get to the airport to leave the island?**

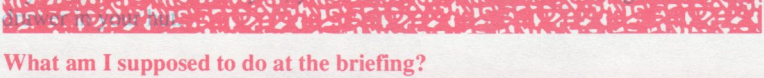


## IN WASHINGTON

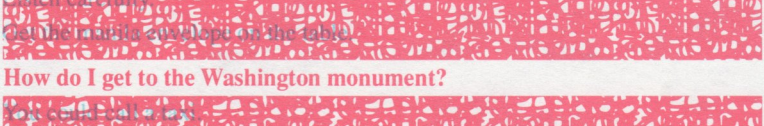
**Why won't the man in the lobby at the Pentagon let me enter?**



**What am I supposed to do at the briefing?**



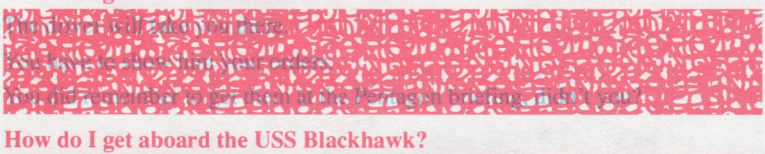
**How do I get to the Washington monument?**



## AT OAHU AIRPORT

**How do I get to Pearl Harbor?**

**How do I get aboard the USS Blackhawk?**



## ABOARD THE U.S.S. BLACKHAWK

**I keep getting killed as soon as I dive!**

You sank the Blackhawk.

Did you check the hatch indicator lights?

A hatch is open!

Close the hatch.

**How do I confirm that I have a green board?**

First make sure it's green!

It will type, "Green board confirmed."

**I can't seem to control the submarine. Help!**

Read your manual carefully.

Listen to all the captain's instructions and follow them quickly and closely.

**How do I get into the captain's safe?**

Enter the combination on the keypad.

What? You don't have it?

Well, you're a high ranking officer, and you're supposed to know the combination.

When you open the briefcase just ask the captain to tell you the combination.

**How do I find out the secret of the briefcase?**

Put your ID card into the slot.

What? It doesn't work?

Maybe it's not your ID card after all.

Before opening it...

The card on the briefing room at the Pentagon accidentally gave you General Hood's ID by mistake!

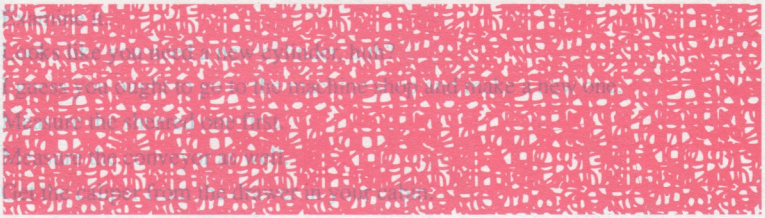
Return back to the Pentagon and get the correct ID card.

**Why can't I launch my weapons?**

Something is malfunctioning.

Did you set the torpedo code to the same as the captain's code?

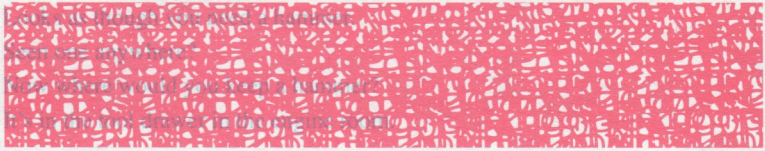
**How do I repair the conveyor?**



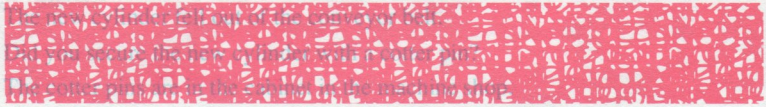
**What should I do in the machine shop?**

**Okay, I made a new cylinder but it doesn't fit!**

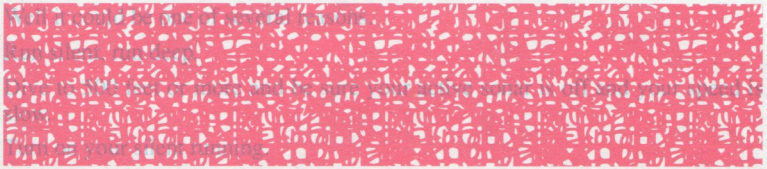
**Help! I can't find a tool to repair the conveyor!**



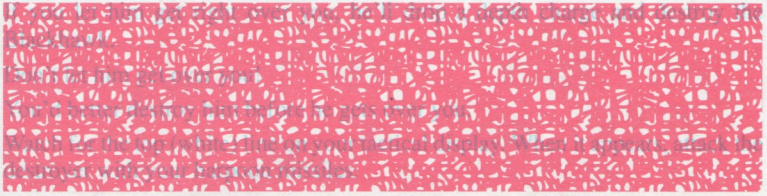
**I fixed the conveyor, but it malfunctions anyway!**



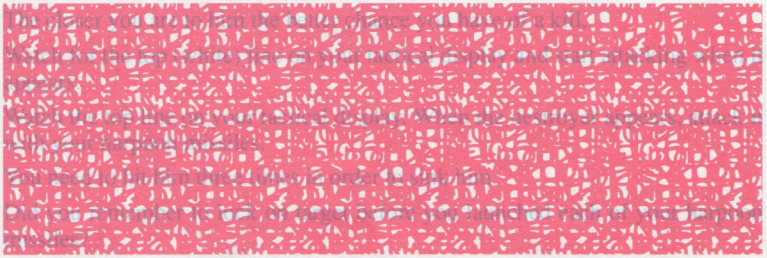
**Why do I keep getting killed by the Russian destroyer?**



**The Russian destroyer still kills me even though I'm on silent running!**



**I'm attacking the Russian destroyer. Why can't I sink him?**

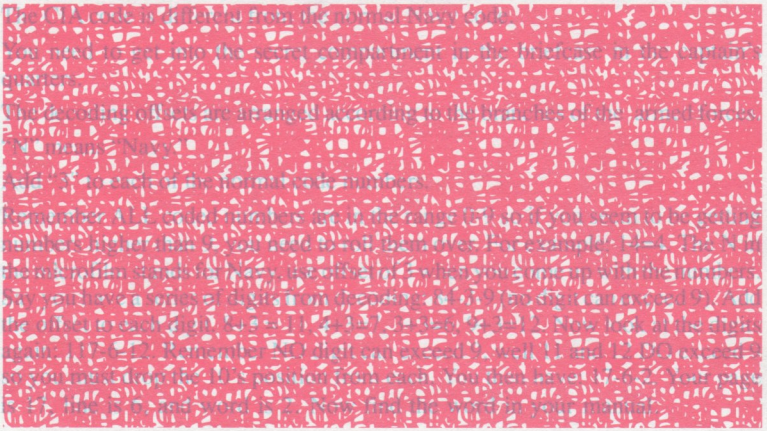


**How do I decode the messages from Washington?**

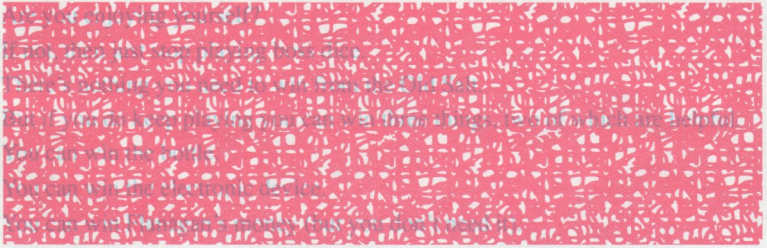
**The computer keeps reciting nursery rhymes to me! What am I doing wrong?**

**How do I get the coded messages from Washington?**

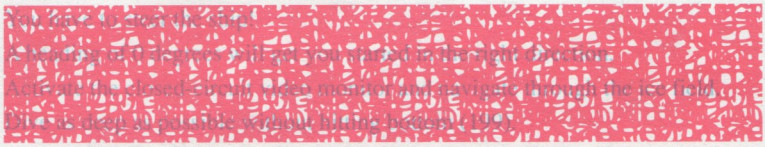
**Okay, I deciphered the messages from Washington, but I can't decode the message from the CIA!**



**I've been playing boss dice for a long time. Do I have to play?**

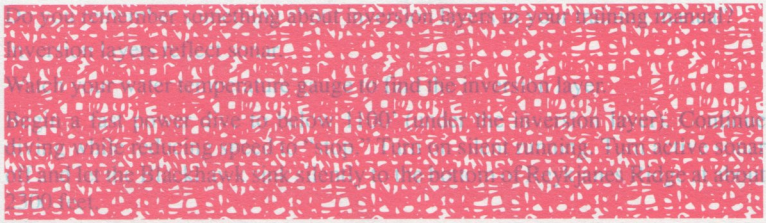


**How do I get through the icebergs?**

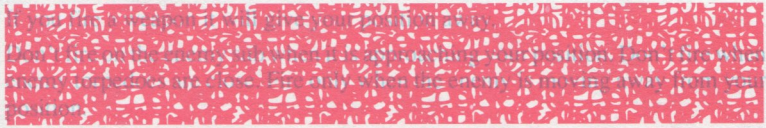


**Unfortunately, I can't find the break in the ice.**

**The Russian sub keeps sinking me! What am I doing wrong?**



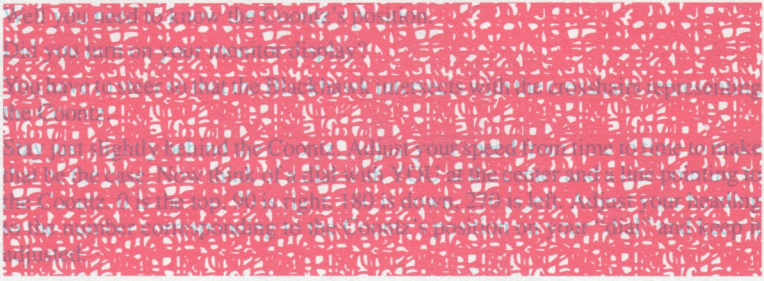
**I'm hiding, but the Russian sub still finds me. Help!**



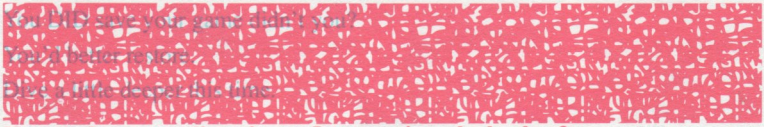
**I used up all my weapons! What now?**

**I'm trying to rendezvous with the U.S.S. Coontz, but she keeps leaving the area.**

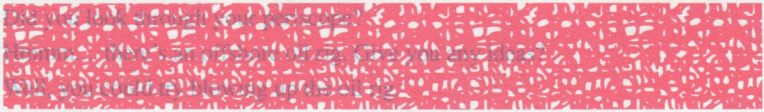
**How in the heck do I get directly under the Coontz?**



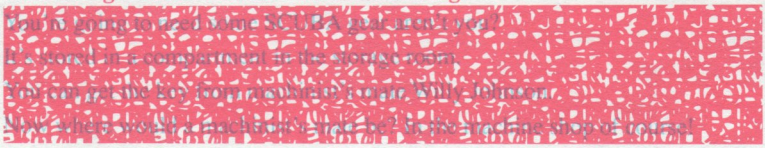
**I rammed the Coontz! What do I do now?**



**How do I create a diversion so I can get into the harbor?**



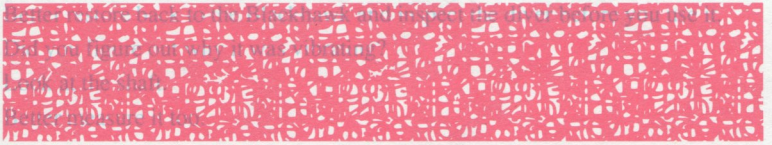
**How do I get out of the sub without drowning!**



**Okay, I know what to do at the oil rig but where do I find the necessary materials?**

**I got out the escape hatch, but I keep running out of air before I get to the oil rig. What am I doing wrong?**

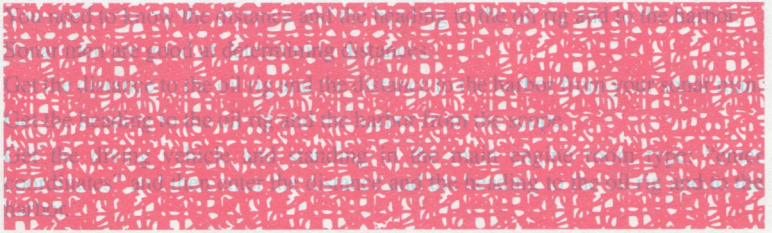
**The propeller fell off the diver! What do I do now?**



**How can I repair the diving vehicle?**

**I repaired the diving vehicle but it failed anyway!**

**The diving vehicle has an inertial guidance system, but I can't figure out how to use it.**

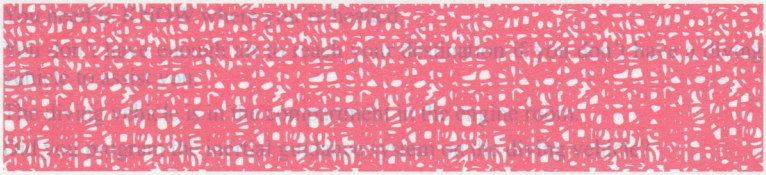


## IN OPEN WATER

**I can't find the oil rig and my air is running out! Help!**

**I'm getting blown up in the water!**

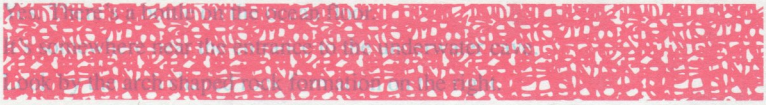
**I'm lost swimming around in open water and I keep running out of air!**



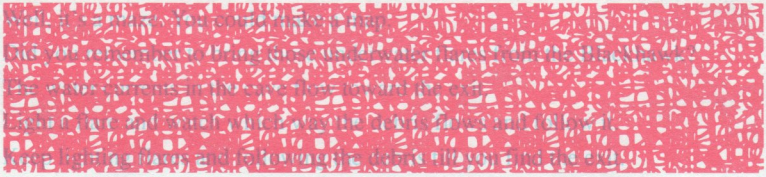
**I found the room with the force field to the harbor and I have the electronic device. What do I do now?**

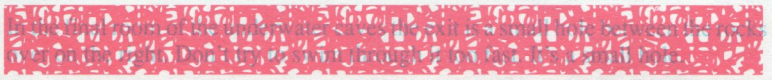
**I found the room with the force field but I don't have the electronic device. What do I do now?**

**I need a bottle, but I didn't play Boss dice. Can I still get a bottle?**



**I'm lost in the underwater cave! How can I get out?**



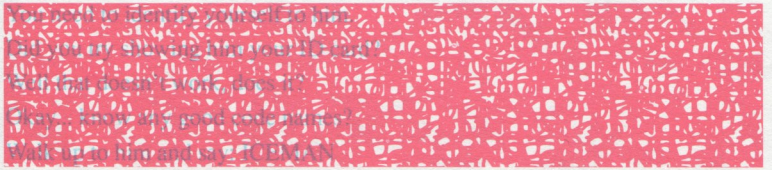


**I found the fisherman's net! What do I do now?**

**I surface in the harbor, but I keep getting killed. What am I doing wrong?**

## IN TUNISIA

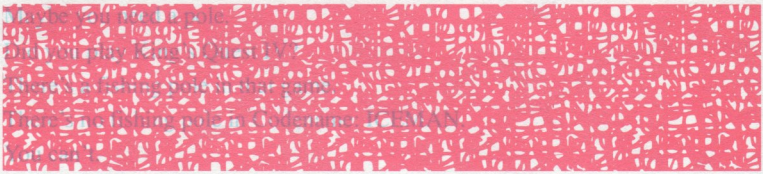
**I signalled the fisherman but when I surface I can't communicate with him.**



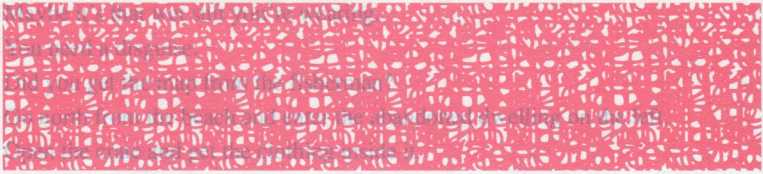
**What do I do with the bomb that the fisherman gives me?**

**What do I do with the fish?**

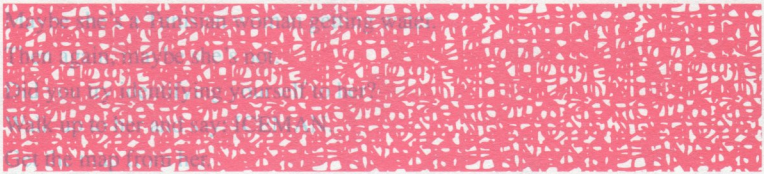
**How do I use the line, hook and sinker to go fishing?**



**I keep getting arrested by the guards. What am I doing wrong?**

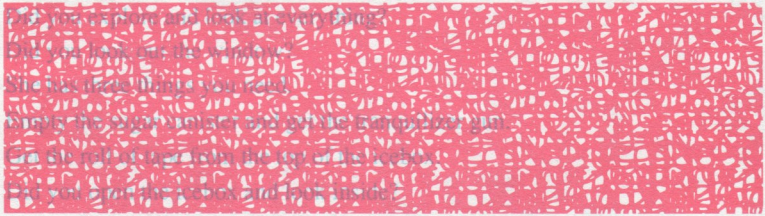


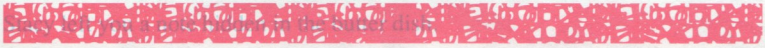
**Who is the mysterious woman at the oasis?**



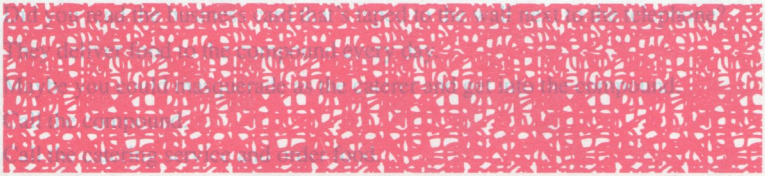
**Help! I keep getting arrested by the guards after I visit the oasis.**

**I can't figure out what to do in Stacy's apartment.**

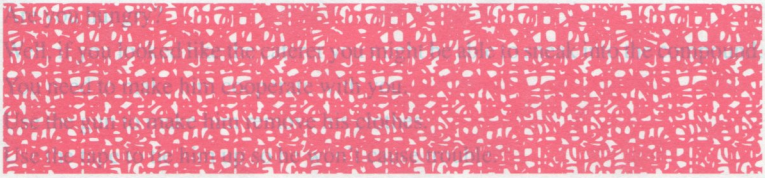




**What's the significance of the catering service?**



**Okay the caterer arrived at the apartment. What should I do now?**



**Stacy arrived at the apartment and told me that they've moved the ambassador. What should I do now?**

**Help! I get arrested when they search me at the entrance to the compound.**

**I got into the compound, but the guard shoots me anyway!**

**How do I get the ambassador out of the compound?**

## How do I get up the hill to the helicopter?

## THINGS TO TRY AFTER YOU'VE FINISHED THE GAME

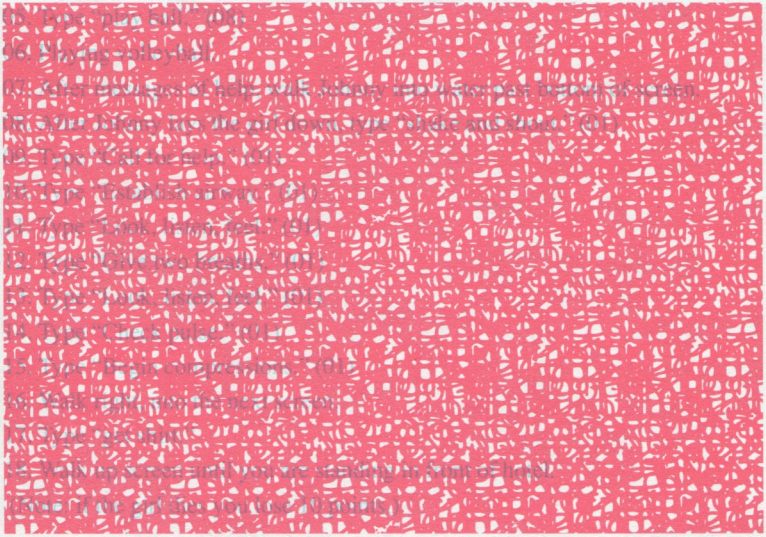
# CODENAME ICEMAN WALKTHROUGH AND POINT LIST

*** = Inventory item**

**( ) = POINTS**

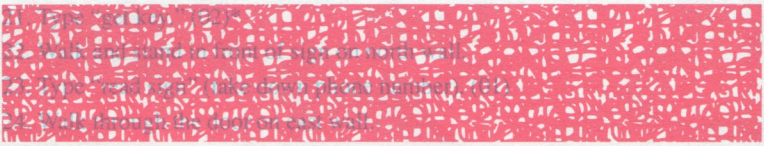
## OPENING BEACH SCENE

## VOLLEYBALL GAME AND CPR SEQUENCE

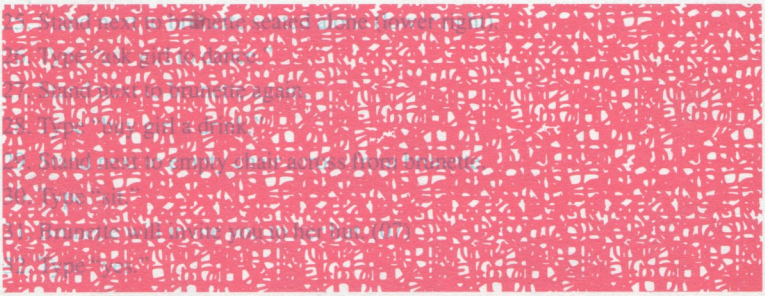


## FRONT OF HOTEL

## HOTEL LOBBY

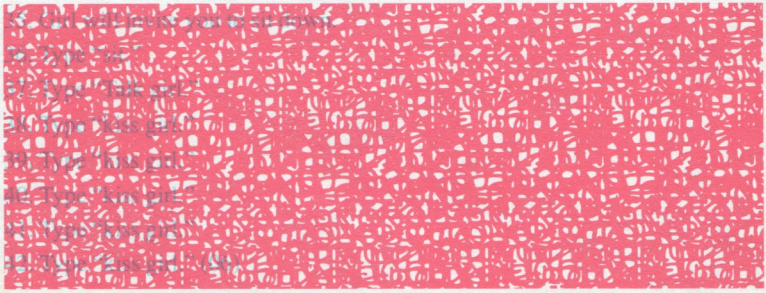


COCKTAIL LOUNGE

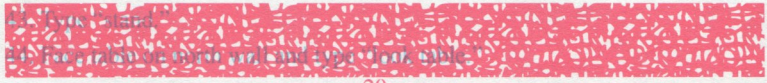


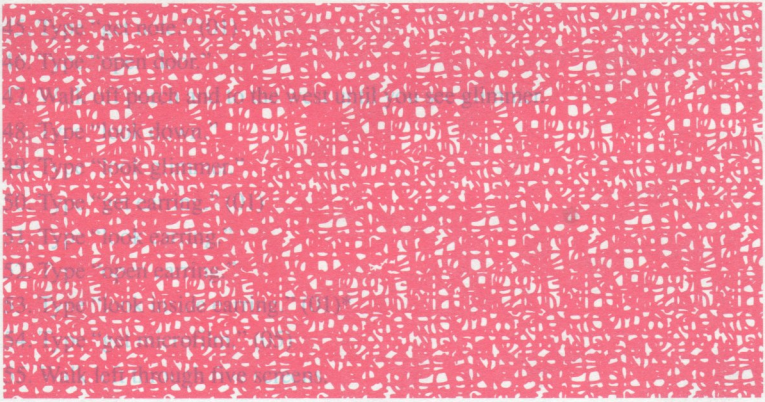
OUTSIDE GIRL'S HUT

INSIDE GIRL'S HUT



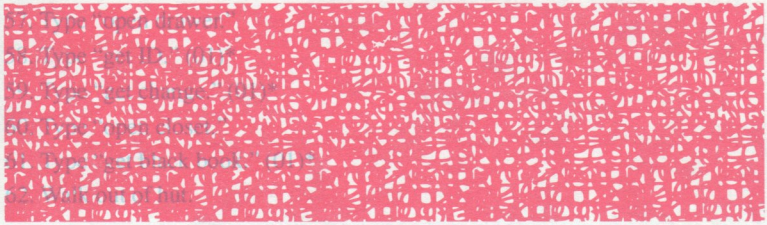
INSIDE GIRL'S HUT NEXT DAY





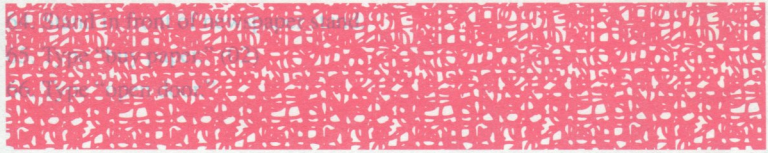
OUTSIDE EGO'S HUT

INSIDE EGO'S HUT



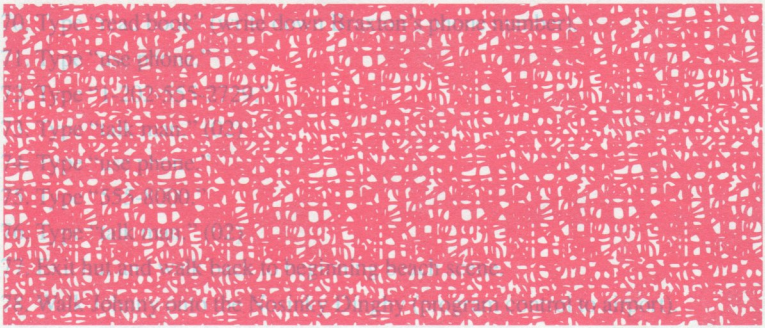
OUTSIDE EGO'S HUT

FRONT OF HOTEL



## HOTEL LOBBY

## INSIDE EGO'S HUT

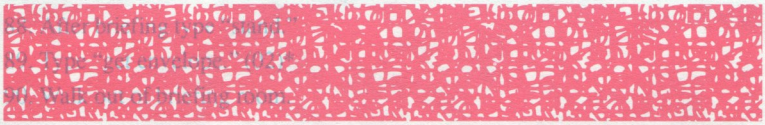


## WASHINGTON AIRPORT

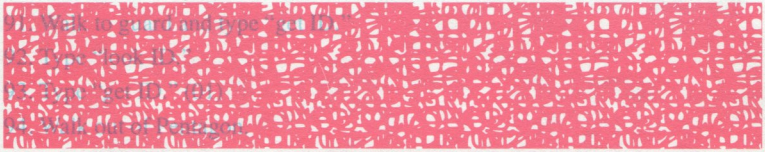
## INSIDE PENTAGON LOBBY

## HALLWAY OUTSIDE OF BRIEFING ROOM

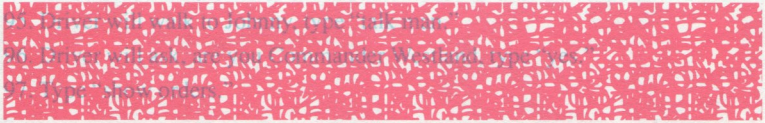
## HIGH LEVEL BRIEFING ROOM



HALLWAY OUTSIDE OF BRIEFING ROOM

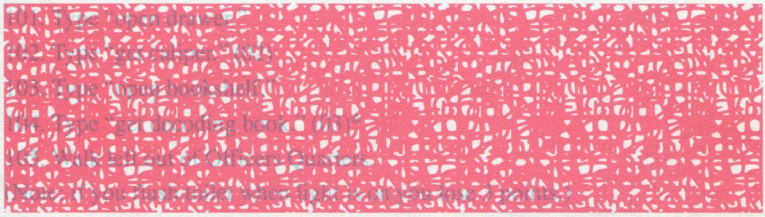


OAHU AIRPORT



IN FRONT OF USS BLACKHAWK

EXECUTIVE OFFICER QUARTERS (JOHN WESTLAND)



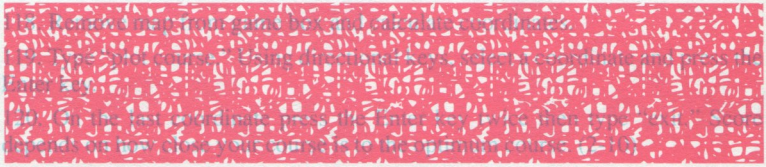
CONTROL PANEL (05)

## CONTROL ROOM

## CAPTAIN'S QUARTERS (01)

## CONTROL ROOM

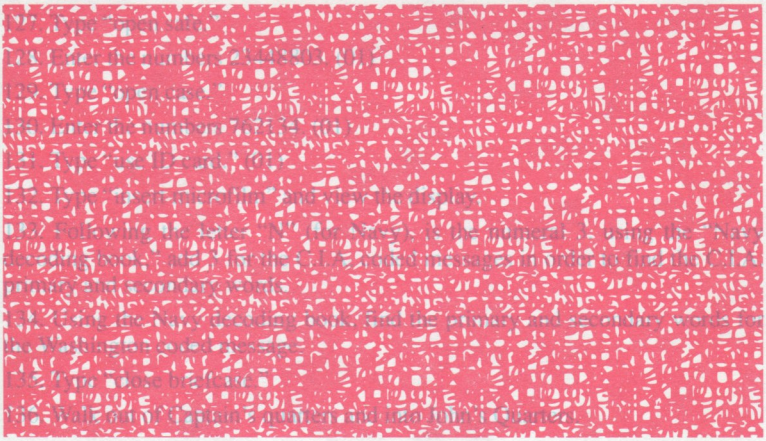
## CHARTS TABLE



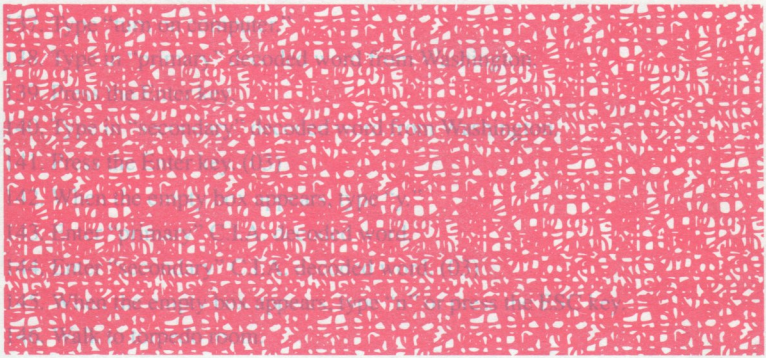
## CONTROL PANEL (01)

## CONTROL ROOM

## CAPTAIN'S QUARTERS

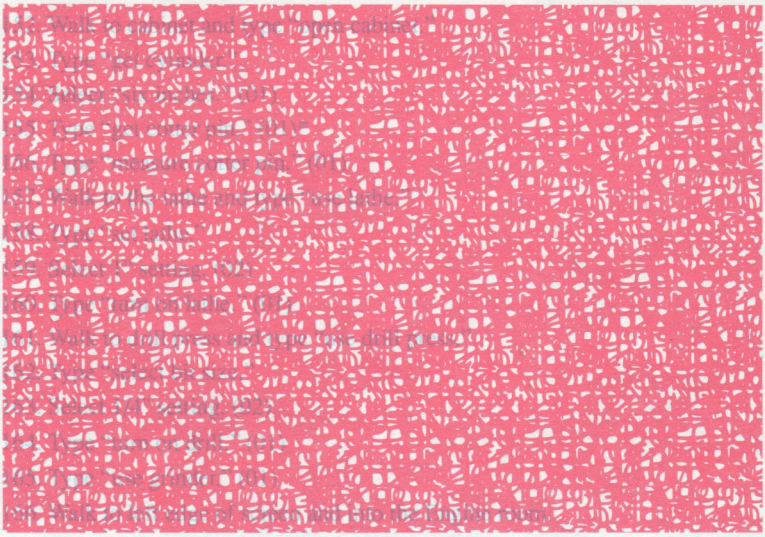


## JOHN'S QUARTERS

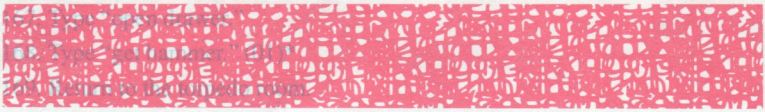


## TORPEDO ROOM

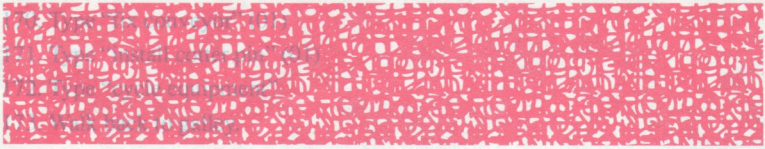
## MACHINIST COMPARTMENT



## ENGINE ROOM

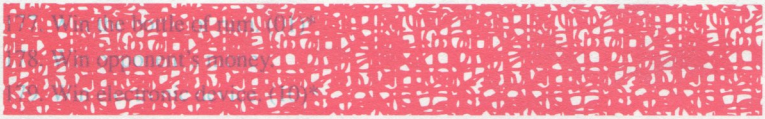


## TORPEDO ROOM



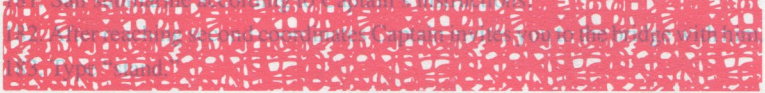
## GALLEY

## BOSS DICE

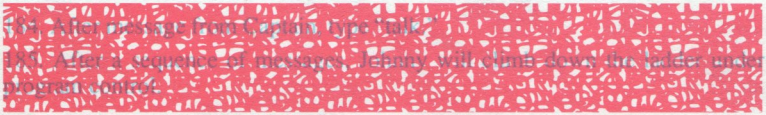


## GALLEY

## CONTROL PANEL

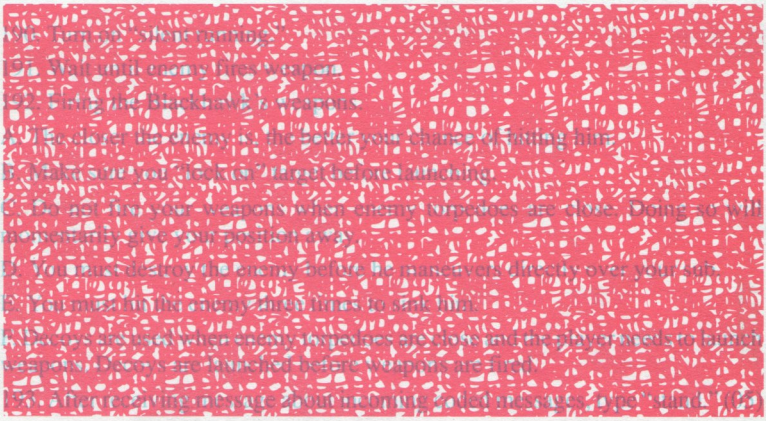


## BRIDGE



## CONTROL ROOM

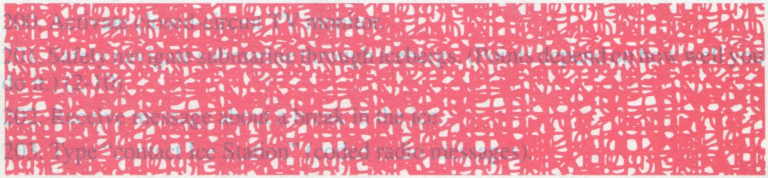
## CONTROL PANEL (SINKING RUSSIAN SHIPS)



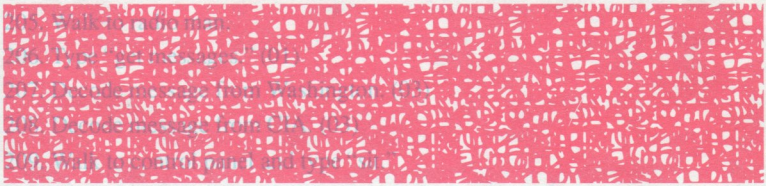
## CONTROL ROOM

## JOHN'S QUARTERS (01)

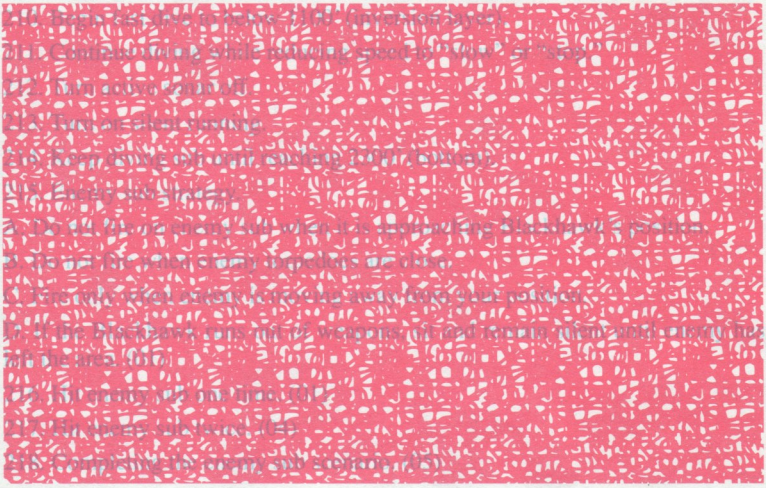
## CONTROL PANEL (Navigating icebergs)



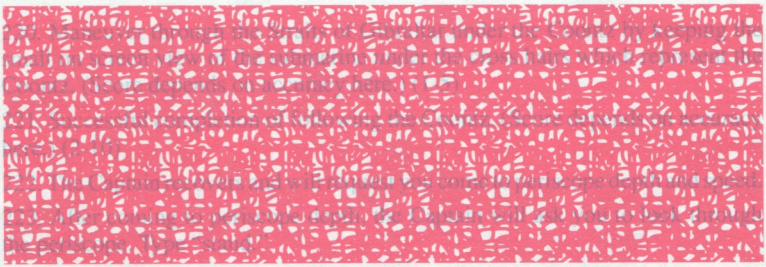
## CONTROL ROOM



## CONTROL PANEL



## RENDEZVOUS WITH USS COONTZ



CONTROL ROOM

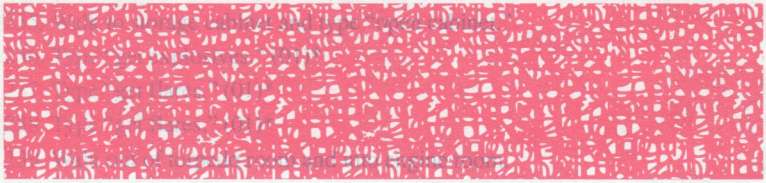
SCOPES

CONTROL ROOM

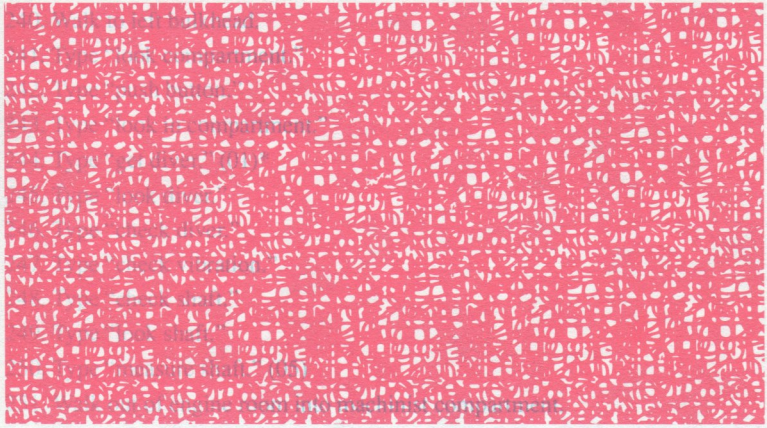
MACHINIST COMPARTMENT

STORAGE COMPARTMENT

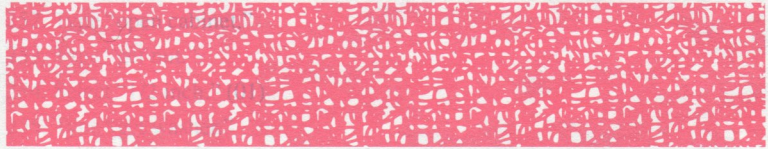
## TORPEDO ROOM



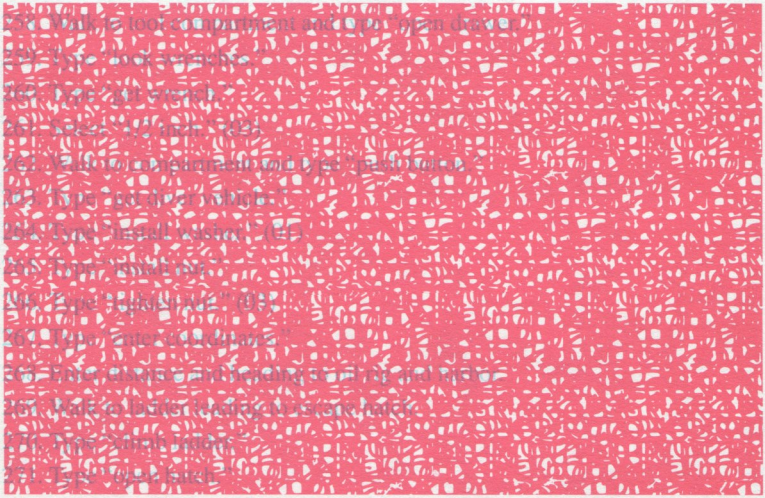
## ENGINE ROOM



## MACHINIST COMPARTMENT



## ENGINE ROOM



## ESCAPE HATCH

## OPEN SEA

## OIL RIG

## OPEN SEA

## ENTRANCE TO HARBOR (room with force field)

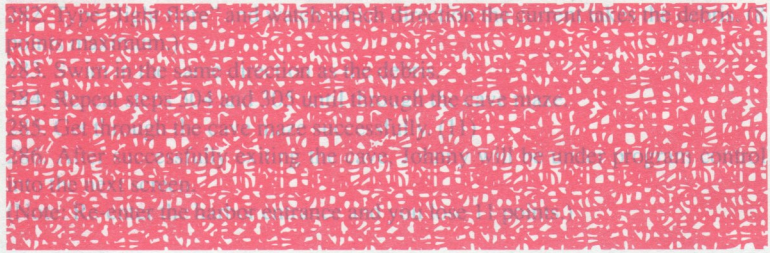
**(If you won electronic device and bottle playing Boss dice)**

## ENTRANCE TO HARBOR (room with force field)

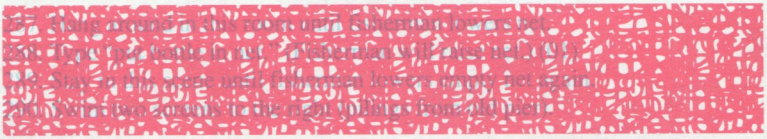
**(If you do not have electronic device)**

## CAVE ENTRANCE

## CAVE MAZE



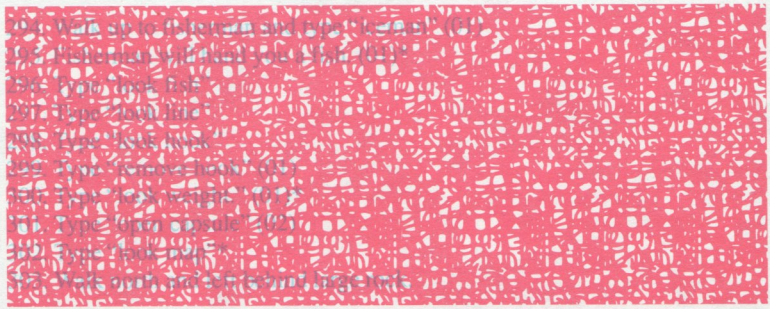
## FISHERMAN NET



## PILINGS

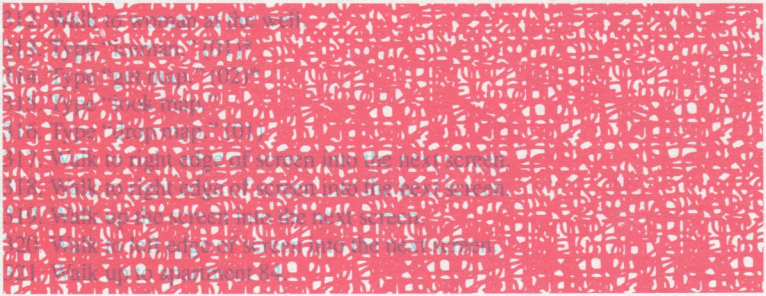
## FISHERMAN NET

## CONTACTING FISHERMAN

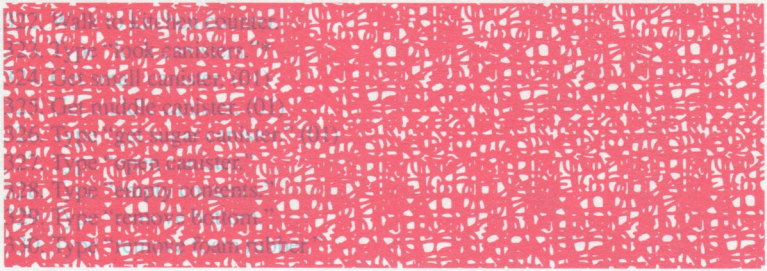


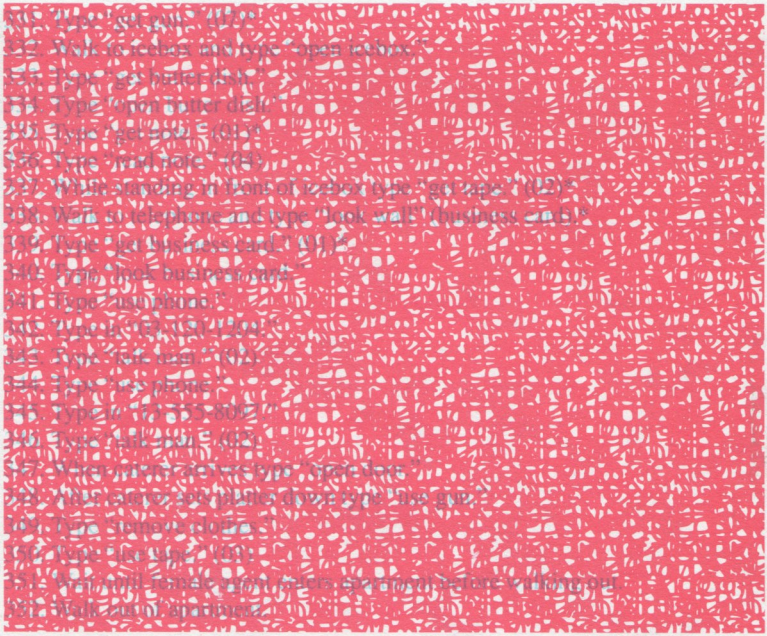
## ABANDONED DWELLING WITH DISGUISE

## OASIS

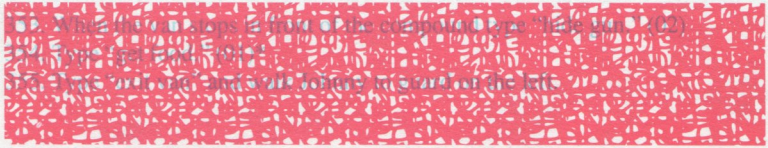


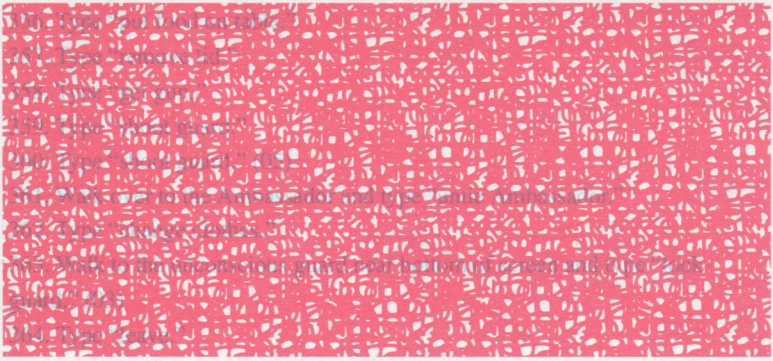
## INSIDE AGENT'S APARTMENT

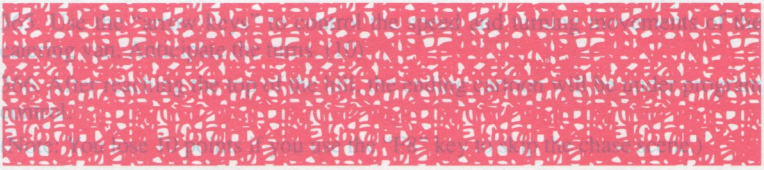




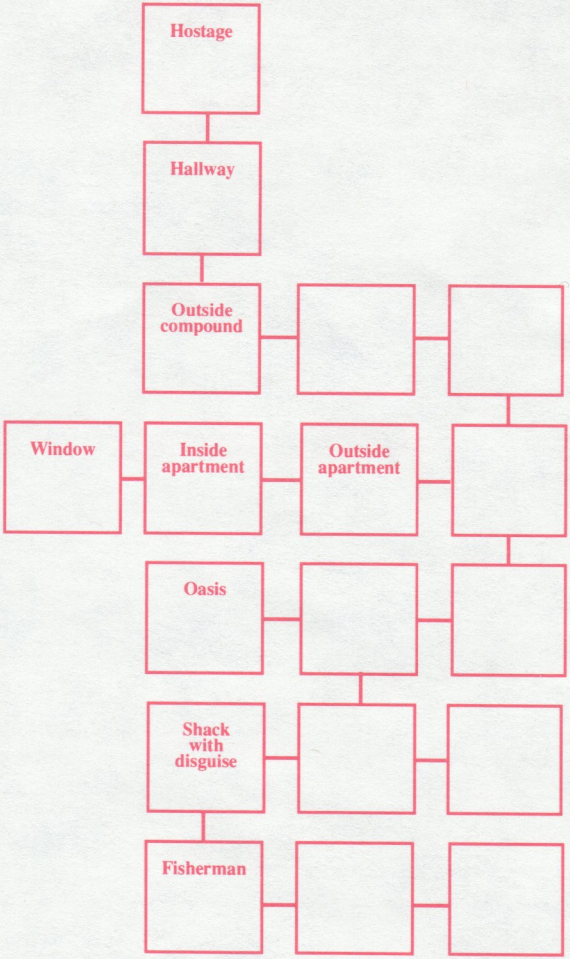
## INSIDE CATERING VAN







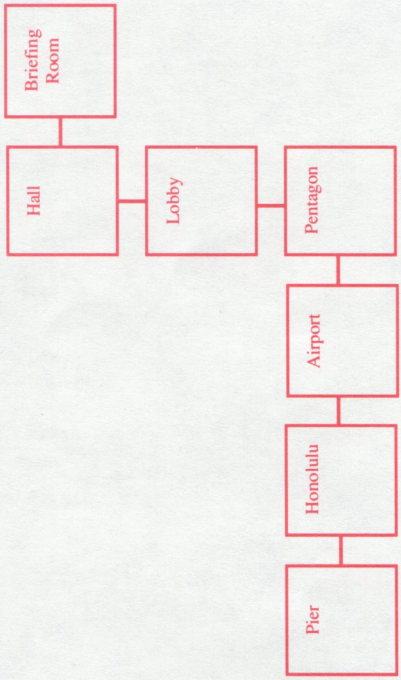
# Tunisia


Hostage
Hallway
Outside compound
Window
Inside apartment
Outside apartment
Oasis
Shack with disguise
Fisherman

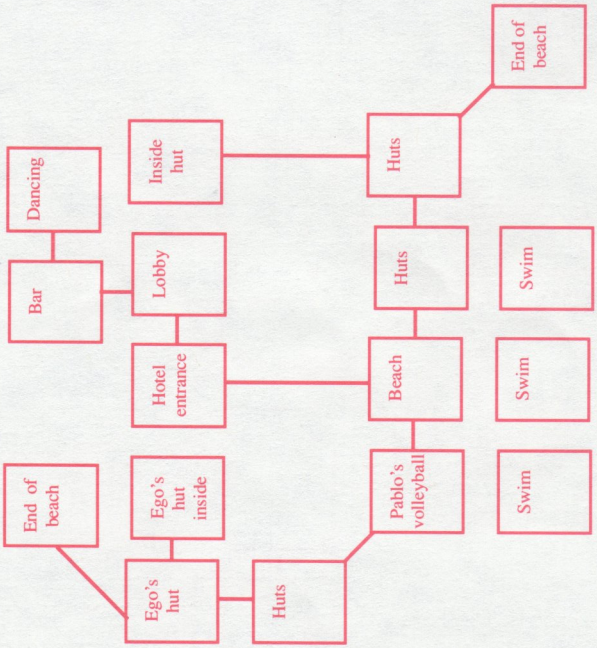
Underwater cave
Fisherman's net
*All* these rooms are underwater
Pier
Cave exit
Cave entrance
Magnetic field
Open sea

U.S.S. Blackhawk
Sail
Control panel
Control room
Johnny's quarters
Captain's quarters
Escape hatch
Engine room
Passage-way
Machinery
Passage-way
Galley
Supply
Passage way
Torpedo room

## Hawaii/Pentagon



# Tahiti


End of beach
Ego's hut inside
Ego's hut
Huts
Pablo's volleyball
Beach
Hotel entrance
Lobby
Bar
Dancing
Inside hut
Huts
Huts
End of beach
Swim
Swim
Swim

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